

# **Seriously funny! (SF)**

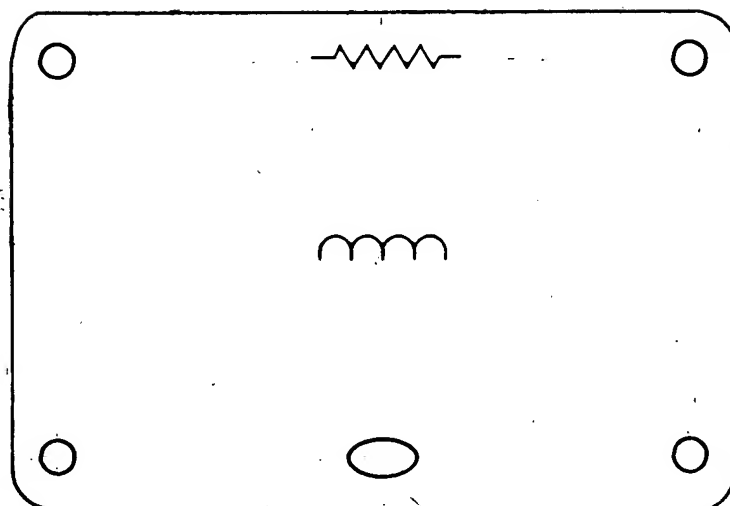
**The best ever tool to learn the Bible and incorporate its teaching in the daily living.**

**This new invention will effectitvely help the user to not just know the Bible but also  
put it to use painlessly.**



## VIEWS OF A CARD

### FRONT



**BOOK'S SEQUENCE NUNBER**



**BOOK'S ABBREVIATION**



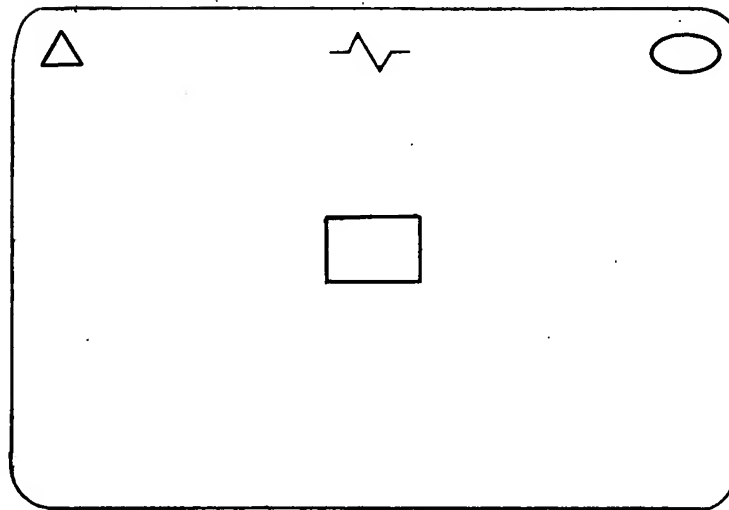
**SECTION OF THE BIBLE**



**BOOK'S NAME**

## VIEWS OF A CARD

BACK



SECTION'S ABBREVIATION



VERSE'S REFERENCE



VERSE'S TEXT

# Seriously funny! (SF)

1/3

Let your love ones learn the Bible while playing. This is the game that brings lot of fun while embedding God's word in their mind and heart.

An excellent tool for every group and age. Leaders of youths group, Sunday School teachers as well as parents, can use these cards to help the children master the books and stories of the Bible and stimulate them to memorize some most common Bible verses while playing, which in turn fill their mind to memorize God's word. Remember that in order for them not to sin against God, God's word must be "hidden in their heart..."

David says in Psalms 119:11 *"Your word I have hidden in my heart, that I might not sin against you"*.

Have them play with these cards just as they would with any regular set of cards, in one of the below indicated games(levels). These cards are laminated for longer life. Clean only with a soapy sponge and wipe off. However, at all time use: clean hands and playing surface when using them and avoid bending or storing on wet or hot surface.

How to play with these cards? \_In at least three ways or levels, alone or in group:

## Level 1: Beginners

With one or more players, each player or team will mix the or a set of cards then swap them. Each player or team will display his set on the table. By using the number on each card, each team will try to put them in order in the shortest time to win the first prize and within a set time ( 1, 2, 3 mn ) to win the second prize. After doing so, each team will in turn read the names of the books of his set. Every missing or misplaced book is a penalty. A penalty at this point automatically push a team to the next prize down. ( 1st become second; second, third...) Therefore, if a team finishes first but has incurred one or more penalties, he will be push to second place.

## Level 2: Jumpers

a) With a jar containing the name of each book of the section of the Bible in question ( New or old Testament ) on a piece of paper. Each player will randomly pull one. The one with the smallest number has the right to start the jumping and the book he or she has picked, is the starting point of the jumping. But, the difference between the two numbers is the number of jumps to make (# of books to name ) and, if that difference is smaller than the smaller number, the jumping must go backward(

can go toward the end or the beginning). However, if this difference and the smaller number are the same, all the players will learn the verses on the back of the two cards according to the two cards pulled from the jar and then start all over.

b) If at any moment the jumping ends up at the beginning or the end of that section of the Bible, the player must go either to the first or the last book of that section as needed to complete the required number of jumps

Example : With two players, for example Tom and Jim. After mixing each other's set and swapping them, they each pick a piece of paper out of that box. Tom picks Acts, which is #5, Tim picks 1 Timothy, which is #15. Tom has the right to start (*see: a*). The difference between the two numbers is 10 or Ephesians. The jumping will start at Ephesians. Since 10 is greater than 5, the jumping will go toward the "end" (Ephesians, Philippians, Colossians and so on, up to Hebrews), making a total of ten books. However, If the starting book was "James", there would be two books missing to complete the jumping. In that case, after naming Revelation, the player would have to jump to Matthew, Mark. If he or she is unable to make that jump, he, she or they would have to say the verse on the back of the card that his or her brother or sister or the other team would pick. If unable to say it, he, she or them(the team) would have to learn it before starting another game. If the books picked were Acts and 1 Corinthians (5, 7), the difference would be 2, smaller than 5, the game would go: Ephesians, Galatians etc.

### **Level 3: Masters**

In this level, the players will follow all the steps of level two ( *Jumpers* ) but there will be four sublevels. The players will choose at which sublevel they will play : " a, b, c or d".

- a) Each player who misses a jump will name or, if not able, learn the verse recorded on that card
- b) Each player who misses a jump will either tell a story from that book, say a prayer or sing a so
- c) Each player who misses a jump will do both "a" and b"
- d) Each player will say a Bible verse from each book he, or she names. For each book he, or she is unable to say a verse, he or she will learn the verse on that card.

e) With only one set of cards, after completing section "a" of level 2, the player with the smaller number will share the cards: 10 cards to each player and place the rest of the set piled on the side. The player with the smaller number will drop the first card. Depending on the orientation of the game ( forward or backward according to the difference in section "a", the other player will drop a card with either a bigger or a smaller number to earn the right to drop the next cards (if the difference in section "a" is smaller than the smaller number, the gam will go backward and only a card smaller than the card dropped will earn that right.

If the difference is bigger than the smaller number, the game will go forward and only a card with a bigger number will earn that right). If he or she beats that number, he or she will drop the next card. However, if he or she can not beat that number, he or she has the choice to either drop a card of his or her choice and read out loud the verse on that card he or she cannot not beat, or pick one card at a time from the pile until the right card is found. However, to do so, he or she will express his or her choice by saying, "brother or sister so and so, I'll "Cry"; or I'll "Search". ("Cry" means, he or she will drop a card different from what needed to beat that card, and read the verses on these two cards; -"Search" means, he or she will pick from the pile until he or she finds the card needed. . After one player responds to the last card of the other and still have cards left, at this point, if there is a pile, the winner will pick one card from the pile and the other player will say the verse. If unable to do so, he or she will learn it. If there is no pile, the player with cards will read the verses on all the cards he or she has left, before starting another game. PS.

**Penalty** : Failure to call the name of a card when picking it or failure to call anyone participating in the game brother or sister, or, when applicable, breaking the sequence by misplacing a book. Please, insist on calling each other brother or sister.

*For every penalty, The umpire (Juge) if there is one, will stop the game and point the team at fault. The other team will pick a card and the team at fault will have to say the verse on that card. If unable to do so, he she or they will learn it before resuming the game*

**The one and only game where every player WINS in every match !**

*Considering all that we can achieve with this game, we can say only one thing: This is a Seriously funny game.*

*May it bestow God's blessing upon your entire church family*

Designed and prepared by: Roc E. Celant, Jan. 2000 . All reproduction or change needs a special authorization. All rights reserved.

**P.S. The almighty has inspired me to invent this game as a painless way for believers of all ages to not only learn the Bible but also put it to use to transform their lives.**